

ABSTRACT

To provide a device capable of providing input force by striking to an object while providing object movement that is
5 not based on a mechanical structure.

Image signals from a data processing board 15 are supplied to a display 9. An image that is to be struck or another essential image is thus displayed on the display 9. The player uses an input device 2 in the form of a hammer to strike the object displayed 10 on the display 9. An operating signal S_s is thus output from a vibration switch 22 in the input device 2. The operating signal S_s is supplied to the data processing board 15. Based on the operating signal S_s, the entire image on the display 9 is brightened for the prescribed time by the data processing board 15. At this time, the photodetector signals detected by a photodetector substrate 23 in the input device 2 are supplied 15 to the processing board 15. Based on the photodetector signal, the processing board 15 specifies the position where the input device 2 has struck the display 9, and determines the impact 20 between the struck object and the input device 2.